LOCO - Commodore 64

AGE: 9 PLUS

HOME ENTERTAINMENT

The train journey of a lifetime, risking death every inch of the way, facing fatal collision round every bend

Skillfully manoeuvre your classic steam locomotive on this six track railway, dodging the constant aerial bombardment from airships and planes or carefully timing the release of your lethal smoke screen to bring them to grief. Stay alert to quickly switch tracks or arm your steam blasters and avoid a disastrous confrontation with the explosive laden handcarts. And all the time keep an eye on your fuel gauge, for once you stop you're a sitting duck.

To make life a little easier we've blessed you with foresight – an inbuilt radar scanner – that gives a momentary warning of the dastardly obstacles to come. But don't be too confident, even with this you'll need exceptional talents on the higher levels to match this test.

3 lives. 5 levels (at each station you collect a flag; five flags moves you to the next level).

Features:

Airships, Planes, Bombs, Handcarts, Fueldumps. Time restriction on fuel, rechargeable on journey. Two speeds optional - fast or slow.

Points Plane 100 points

150 points dependant on altitude at kill 250 points

To Move: Up track A Down track Z

Release smoke Return

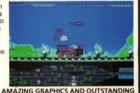
(Time depressed = Altitude achieved) Release steam = Pause Run Stop

Restart Space

Time to load: 15 mins.

Loading Instructions: Switch machine off then on Hit Shift Run / Stop keys together.





TOE TAPPING SOUND TRACK

Airship 200 points, Bomb 50 points, Handcart 200 points, Extra train every 10,000 points.

or Joystick 1 - Release smoke 2 - Up track Port 2

3 - Down track 4 - Release steam



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